

FRacial Traits

Light Bearer: I know the Light cantrip.

Healing Hands: As an action, once per long rest, I can touch to heal for my level in HP. Necrotic Shroud: Once per long rest when I'm 3rd level, I can use an action to transform, causing all within 10 ft of me to make a Charisma saving throw (DC 8 + Cha mod + Prof Bonus) or be frightened of me until the end of my next turn. This lasts for 1 minute or until I end it as a bonus action. Once on my turn I can have one of my attacks or spells deals my level in extra necrotic damage to one target.

👣 Class Features

Cleric (Death Domain), level 5:

- Spellcasting (Cleric 1, PHB 58) [4 cantrips known]
- I can cast prepared cleric cantrips/spells, using Wisdom as my spellcasting ability I can use a holy symbol as a spellcasting focus for my cleric spells

I can cast my prepared cleric spells as rituals if they have the ritual tag

- Bonus Proficiency (Death Domain 1, DMG 96)
- I gain proficiency with martial weapons
- · Reaper (Death Domain 1, DMG 96)
- I learn one necromancy cantrip of my choice from any spell list
- My necromancy, single-target cantrips can affect two targets within 5 ft of each other
- Channel Divinity (Cleric 2, PHB 58) [1× per short rest]
- I can channel divine energy to cause an effect; the save for this is my cleric spell DC
- Channel Divinity: Touch of Death (Death Domain 2, DMG 97) [+15 damage]
- When I hit a creature with a melee attack, I can deal extra necrotic damage
- Channel Divinity: Harness Divine Power (Optional Cleric 2, TCoE 30) [1× per long rest] As a bonus action, I can expend a use of my channel divinity to regain one used spell slot
- The level of this spell slot can be no more than half my Proficiency Bonus (rounded up) I can only do this so many times per long rest, even if I have uses of channel divinity left
- Channel Divinity: Turn Undead (Cleric 2, PHB 59)
- As an action, all undead within 30 ft that can see/hear me must make a Wisdom save If an undead fails this save, it is turned for 1 minute or until it takes any damage Turned: move away, never within 30 ft of me, no reactions or actions other than Dash Turned: may Dodge instead of Dash when nowhere to move and unable to escape bonds
- Destroy Undead (Cleric 5, PHB 59) [CR 1/2 or lower]
- An undead up to the CR above that fails its save when I use Turn Undead is destroyed

🗗 Background Feature

Shelter of the Faithful

I command the respect of those who share my faith. I can perform the religious ceremonies of my faith. My companions and I can expect free healing and care at an establishment of my faith, though I must provide any material components needed for spells. Those who share my religion will support me at a modest lifestyle

Proficiencies

ARMOR: X LIGHT X MEDIUM HEAVY X SHIELDS OTHER:

WEAPONS: X SIMPLE X MARTIAL OTHER:

Tools	Ŀ	Others

Celestial Common Elven

Draconic

Languages

Herbalism Kit Potter's Tools

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ackpack, with: Blanket Candles Tinderbox Alms box	10	3	Adventuring Gear Greatsword Dagger (Continual Flame)	#	
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ackpack, with: Blanket Candles Tinderbox Alms box Incense, blocks of Censer	10	5 3 1 1	Adventuring Gear Greatsword Dagger (Continual Flame)	#	
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ADVENTURING GEAR Backpack, with: Blanket Candles Tinderbox Alms box Incense, blocks of Censer Vestments Rations, days of Waterskin Herbalism Kit Potter's Tools	10	5 3 1 1 4 2 5	Adventuring Gear Greatsword Dagger (Continual Flame) Pearl of Power	#	LB
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Subtotal	30			
CARRYING CAPACITY		Push/Dr.	AG/LI	FT
STR × 15		241	_	STR×
240 lb		480	16	SPEEL
	- 49			

15 ~ 30

Total Weight 40 lb

Subtotal

LIFESTYLE Modest

Daily Price: 1 gp GEMS AND OTHER VALUABLES:

= 10 GI

Made by Joost Wijnen (mpmb@flapkan.com); Graphics by Javier Aumente (jaauvel@gmail.com); D&D logos, Dragon Heads ©Wizards of the Coas

Status

EFFECT (CUMULATIVE)

Speed halved

Disadvantage on Ability Checks

Hit Point maximum halved

Speed reduced to 0

Blinded
Fail checks involving sight. Attacks have disadvantage. Enemy attacks have advantage.

Charmed
Can't harm/attack charmer. Charmer has advantage on ability checks to interact socially.

Disadvantage on Attack Rolls and Saving Throws

Exhaustion

Death

TConditions

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[DMG 184] 🗹 ATTUNED While this pearl is on my person, I can use an action to speak its command word and regain one expended spell slot. If the expended slot was of 4th level or higher, the new slot is 3rd level. Once I have used the pearl, it can't be used again until the next dawn ATTUNED

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Petrified

Incapacitated. Can't move or speak. Unaware of surroundings. Resistance to all damage. Immune to poison/disease. Fail Str and Dex saving throws. Enemy attacks have advantage. Stop aging. Weight increases by factor 10.

Finishing a long rest reduces the exhaustion level by $\mathbf{1}_{\tau}$ provided that you also ingested

SOME FOOD AND DRINK,

Poisoned

🍞 Extra Equipment

Magic Items

MAGIC ITEM:

🌈 Magic Item:

Magic Item:

MAGIC ITEM:

MAGIC ITEM:

MAGIC ITEM: Pearl of Power

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Deafened Fail checks involving hearing.	Disadvantage on attack rolls and ability checks
Frightened Disadvantage to checks/attacks while source of fear is in sight. Can't willingly move closer to the source of fear.	Prone Crawl (at % speed) or stand up (costs % speed) Attacks have disadvantage. Enemy attacks have advantage within 5 ft and disadvantage if further away.
Grappled Speed drops to 0, regardless of any bonus. Incapacitated	Restrained Speed 0, regardless of bonus. Disadvantage or Dex saving throws. Attacks have disadvantage Enemy attacks have advantage.
Can't take actions or reactions.	Stunned Incapacitated. Can't move. Can speak only
Invisible Can't be seen, but noise and tracks. Attacks have advantage, enemy attacks disadvantage.	Incapacitated. Can't move. Can speak only falteringly. Fail Str and Dex saving throws Enemy attacks have advantage.
Paralyzed Incapacitated. Can't move or speak. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.	Unconscious Incapacitated. Can't move or speak. Unaware of surroundings. Drop everything. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.
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Notes	



TCharacter History

In the quaint, sunlit town of Elderspire, Joanie Fellwalker was an enigma. An Aasimar blessed with celestial heritage, her presence shone like a beacon amidst the mundane. Yet, her luminescence only seemed to cast deeper shadows around her. Joanie was deeply emotional, her heart wide open and aching with love for the world, but the townsfolk often misinterpreted her earnestness as oddity. Her quirky nature and impulsive outbursts rendered her an outcast, and the laughter that echoed in the village square felt like a distant melody she could never quite join.

As a child, Joanie's heart was drawn to the stories of the departed. She would wander the graveyard, tracing her fingers over the worn names etched into the stone, imagining the lives of those who lay beneath. In her loneliness, the dead became her companions, whispering tales of the past that filled her with warmth and sorrow. While other children played games, Joanie preferred to weave floral crowns to place on forgotten graves, believing that even in death, no one should be alone.

Despite her kindness, Joanie struggled to maintain any semblance of a normal life. Jobs slipped through her fingers like grains of sand, and each rejection deepened her sense of isolation. The baker dismissed her for accidentally mixing salt into the dough, while the farmer scolded her for daydreaming instead of tending to the crops. It seemed that her heart was a heavy burden that few could understand, and Joanie's spirit, once vibrant, began to wane under the weight of rejection.

One day, while wandering the graveyard, Joanie encountered Father Alaric, a kind-hearted priest of Kelemvor. Unlike others, he welcomed her presence with open arms and a gentle smile. Joanie found solace in his wisdom, as he spoke not just of the dead, but of the importance of honoring their memory and the cycle of life. His compassion ignited a spark within her, and she began to follow him, eager to learn and to find purpose.

Father Alaric became her mentor, guiding her through the teachings of Kelemvor, the god of the dead. Joanie learned that death was not an end, but a transition—a chance to celebrate lives lived and to bring peace to those left behind. Through his guidance, she found her calling, becoming a cleric devoted to tending to the needs of the departed and the grieving. Joanie learned to channel her emotions into acts of love and remembrance, nurturing her connection to the dead while helping the living navigate their sorrows.

With newfound purpose, Joanie took to the town, often seen wandering the streets with a basket of flowers, her heart swelling with joy as she laid them on tombstones, whispering soft prayers for the souls beneath. She spoke to them as if they were friends, sharing her hopes and dreams, her fears and laughter. The graveyard

became her sanctuary, a place where her emotional outbursts were not only accepted but embraced. The dead listened, providing her with a sense of belonging she had long craved.

Though still misunderstood by many in Elderspire, Joanie found a family in the church and the graves she tended. She became known as the "Flower Cleric," a title she wore with pride. Her heart, once a vessel of unrequited love, now overflowed with purpose, as she dedicated her life to bringing comfort to those who mourned and honoring the memories of those who had been forgotten.

In a world where acceptance had always eluded her, Joanie Fellwalker had finally found her place—among the living, the dead, and the divine, walking the delicate line between the two with grace and love.



Character Portrait

Appearance

 Enemies

Metnal Illness

7 Allies & Orçanizations

Temple of Kelemvor		
Temple of Kelemvor Father Alaric		





Spell attack modifier: +7
Spell save DC: 15

Spellcasting ability
Wisdom

TCantrips (0 Level)

	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	В	PG.
AT Will	Light (Aasimar)	1 obj up to 10-ft cube sheds bright light 20-ft rad and dim light 20-ft; cannot have multiple instances	_	Evoc	1 a	Touch	V,M	1 h (D)	P	255
	Chill Touch	2 crea in 5 ft spell atk for 2d8 Necro. dmg; can't regain HP; undead dis. atks vs. me	_	Necro	1 a	120 ft	v,s	1 rnd	P	221
	Guidance	1 willing creature adds 1d4 to ability check of its choice, after rolling, once during the duration	_	Div	1 a	Touch	v,s	Conc, 1 min	P	248
	Mending	Repair a single broken object no larger than 1 cu ft; can't restore magic to broken magic item	_	Trans	1 min	Touch	V,S,M	Instantaneous	P	259
	Thaumaturgy	Minor wonder; my voice booms, flames flicker, tremors in the ground, ominous sounds, etc.	_	Trans	1 a	30 ft	V	1 min (D)	P	282
	Toll the Dead	2 crea in 5 ft save or 2d12 Necrotic damage (d8 instead of d12 if at full HP)	Wis	Necro	1 a	60 ft	v,s	Instantaneous	X	169
	_									

Ist Level

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	В	PG.
Detect Magic (R)	Know presence of magic within 30 ft; 1 a to see auras and determine school	_	Div	1 a	Self	v,s	Conc, 10 min	P	231
False Life	I gain 1d4+4+5/SL temporary hit points for the duration	_	Necro	1 a	Self	V,S,M	1 h	P	239
Guiding Bolt	Spell attack for 4d6+1d6/SL Radiant dmg and next attack against target has advantage	_	Evoc	1 a	120 ft	v,s	1 rnd	P	248
Healing Word	1 living creature heals 1d4+1d4/SL+4 (Wis) HP	_	Evoc	1 bns	60 ft	V	Instantaneous	P	250
Ray of Sickness	Spell attack for 2d8+1d8/SL Poison dmg; save or also poisoned until end of my next turn	Con	Necro	1 a	60 ft	v,s	Instantaneous	P	271

7 2nd Level

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	В	PG.
Augury (R)	Omen about specific course of action I plan to take in the next 30 min (25gp)	_	Div	1 min	Self	V,S,Mf	Instantaneous	P	215
Blindness/Deafness	1+1/SL crea save or blinded or deafened; extra save at end of every turn	Con	Necro	1 a	30 ft	V	1 min	P	219
Ray of Enfeeblement	Spell attack; crea does half dmg with weapon attacks that use Str; save at end of each turn to end	Con	Necro	1 a	60 ft	V,S	Conc, 1 min	P	271
Silence (R)	20-ft rad no sound propagates; all within deafened, immune to Thunder dmg, can't use verbal comp.	_	Illus	1 a	120 ft	v,s	Conc, 10 min	P	275
Spiritual Weapon	$Create \ we apon; spell \ at k \ 1d8 + 1d8 / 2SL + ability \ modifier \ Force \ dmg; bns \ a \ to \ move \ 20 \ ft \ and / or \ attack$	_	Evoc	1 bns	60 ft	v,s	1 min	P	278

73rd Level

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	В	PG.
Animate Dead	Turn corpses into 1+2/SL Skeletons or Zombies; control for 24h; bns a command within 60 ft	_	Necro	1 min	10 ft	v,s,m	Instantaneous	P	212
Revivify	Restores a creature's body that has died in the last min to life with 1 HP (300gp cons.)	_	Necro	1 a	Touch	V,S,M†	Instantaneous	P	272
Speak with Dead	1 corpse with mouth answers 5 questions with what it knew in life; can cast on same every 10 days	_	Necro	1 a	10 ft	v,s,m	10 min	P	277
Spirit Guardians	Undesignated crea start turn/enter in area half speed, 3d8+1d8/SL Radiant/Necrotic dmg; save half	Wis	Conj	1 a	S:15-ft rad	v,s,m	Conc, 10 min	P	278
Vampiric Touch	Spell attack each turn as 1 a for 3d6+1d6/SL Necrotic dmg; I heal half the damage dealt	_	Necro	1 a	Self	v,s	Conc, 1 min	P	285

Glossary of Abbreviations used in this Spell Sheet

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(R)	Ritual	dif. ter.	Difficult terrain	(D)	The spell can be dismissed by the caster as 1 action	So	urces ('B' column)
1a	1 action	dis.	Disadvantage	+1d6/SL	+1d6 for each spell slot level above the spell's level	ΑI	Acquisitions Incorporated
1 bns / bns a	1 bonus action	dmg	Damage	30-ft rad	30-foot radius sphere centered on any point within range	FD	Fizban's Treasury of Dragons
1 rea	1 reaction	h .	Hour(s)	S:30-ft rad	Self: 30-foot radius sphere centered on the caster	MT	The Book of Many Things
20 cu ft	20 cubic feet	Kn	Known	5 crea	Up to 5 creatures in the spell's area, 1 of which can be the caster	PS	Player's Handbook Planescape - Sigil and the Outlands
20 sq ft	20 square feet	Me	Memorized	25qp cons.	The material component, worth 25 gp, is consumed by the spell	RF	Rime of the Frostmaiden
adv.	Advantage	min	Minute(s)	all	All creatures within the spell's area	SC	Strixhaven: A Curriculum of Chaos
atk	Attack (roll)	σbi	Object(s)	any	Any creatures of your choosing that are within the spell's area	SJ	Spelljammer - Astral Adventure Guid
chk/check	Ablity check	σbsc.	Obscured	Μř	Material component is costly, but is not consumed upon casting	SR	System Reference Document
CL	Character Level	rnd	Round(s)	Mt	Material component is costly and is consumed upon casting	I UA	Tasha's Cauldron of Everything Unearthed Arcana
Conc, 1 min	Concentration,	SL	Spell slot level	•	The short spell description here is very incomplete, so beware	W	Explorer's Guide to Wildemount
,	up to 1 minute	-		_	\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	x	Xanathar's Guide to Everything